

FIG. 1

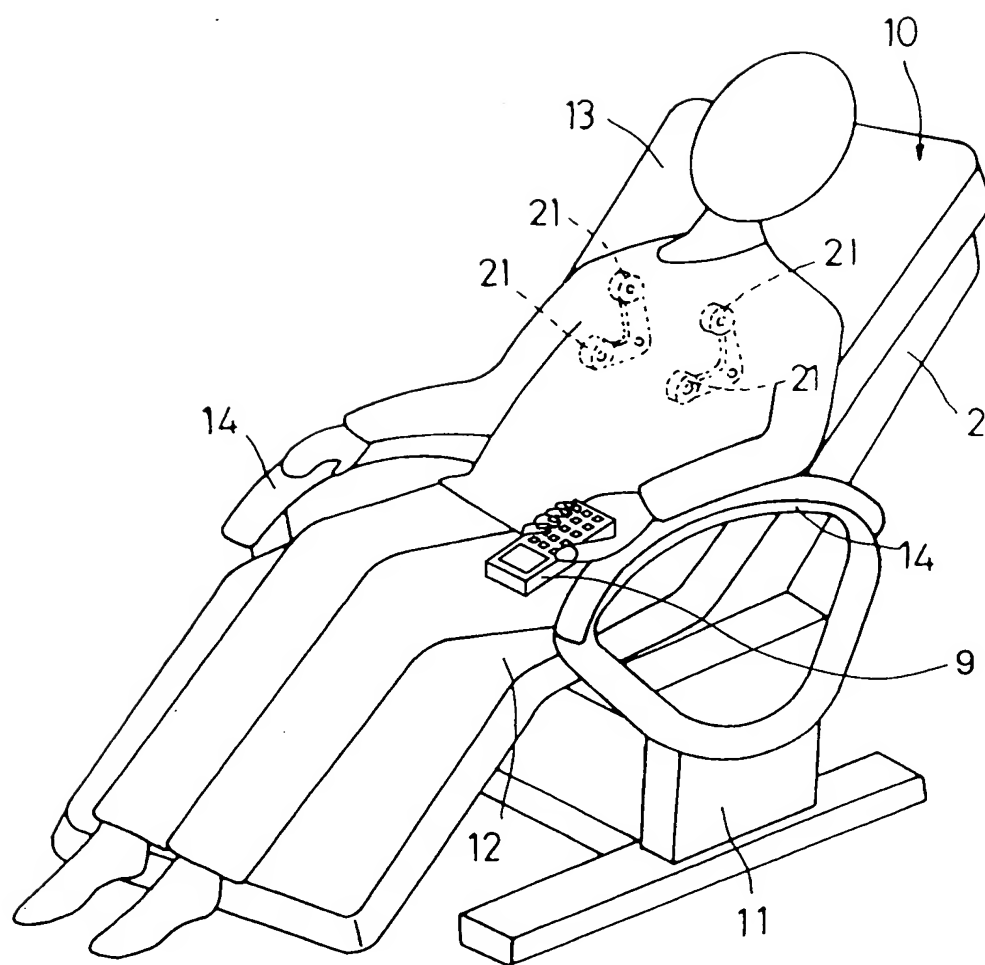


FIG. 2

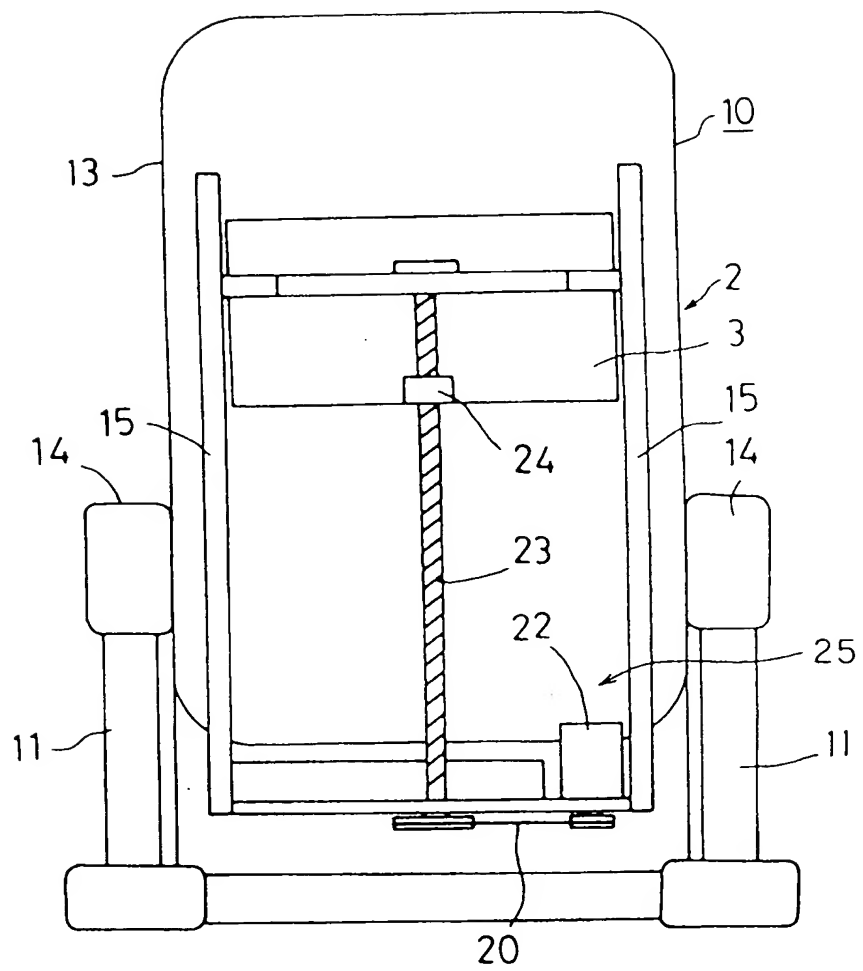


FIG. 3

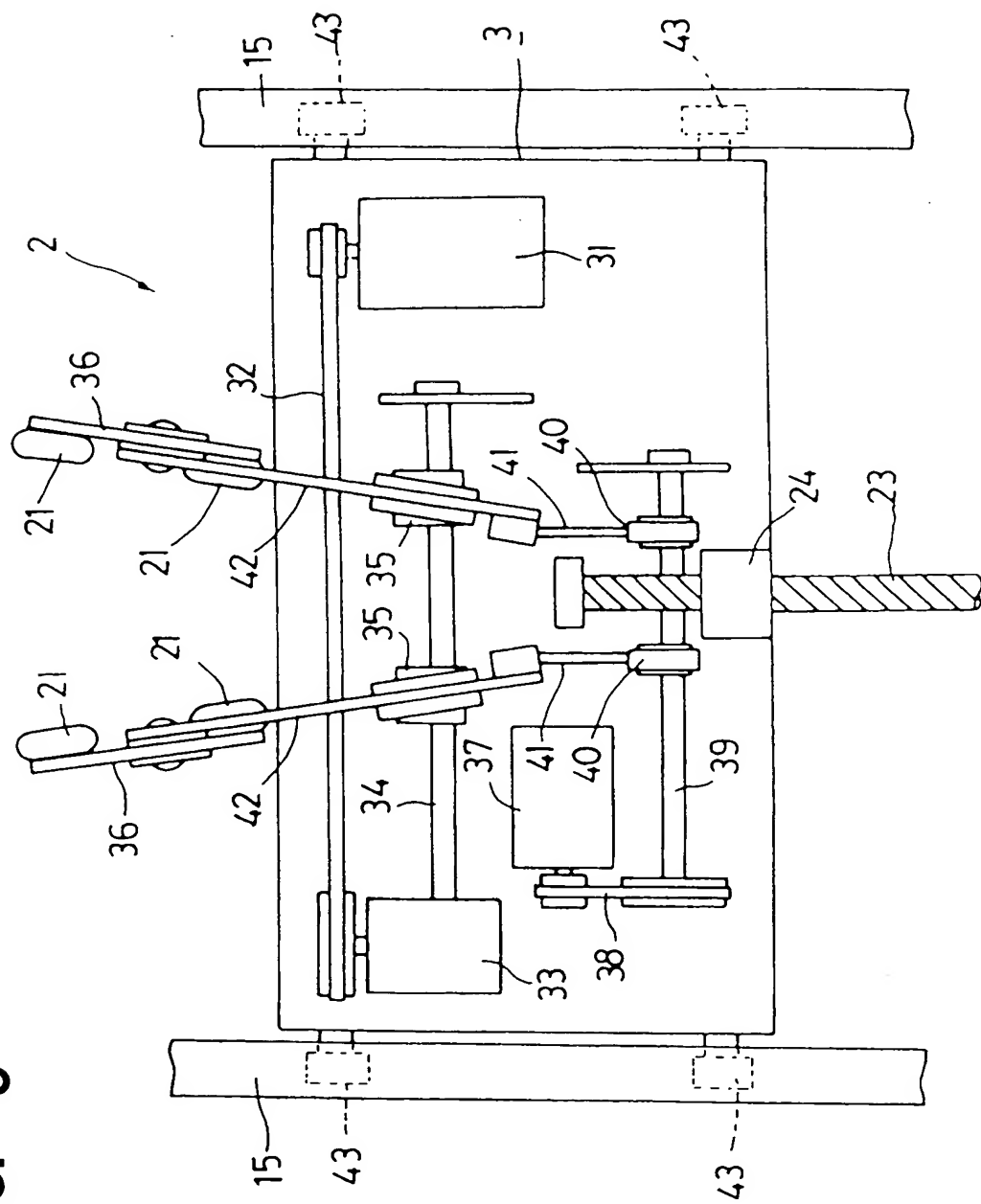


FIG. 4

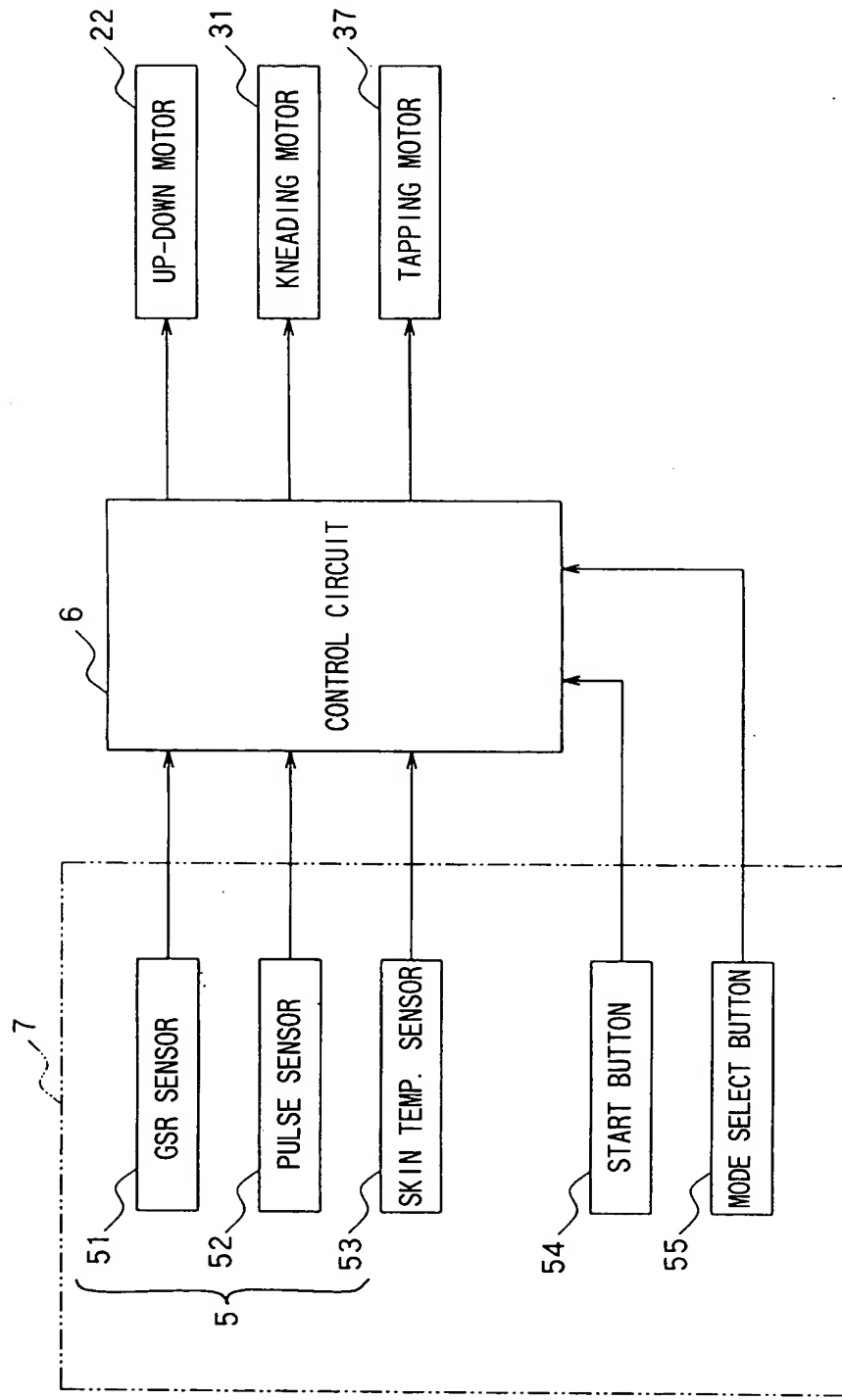


FIG. 5

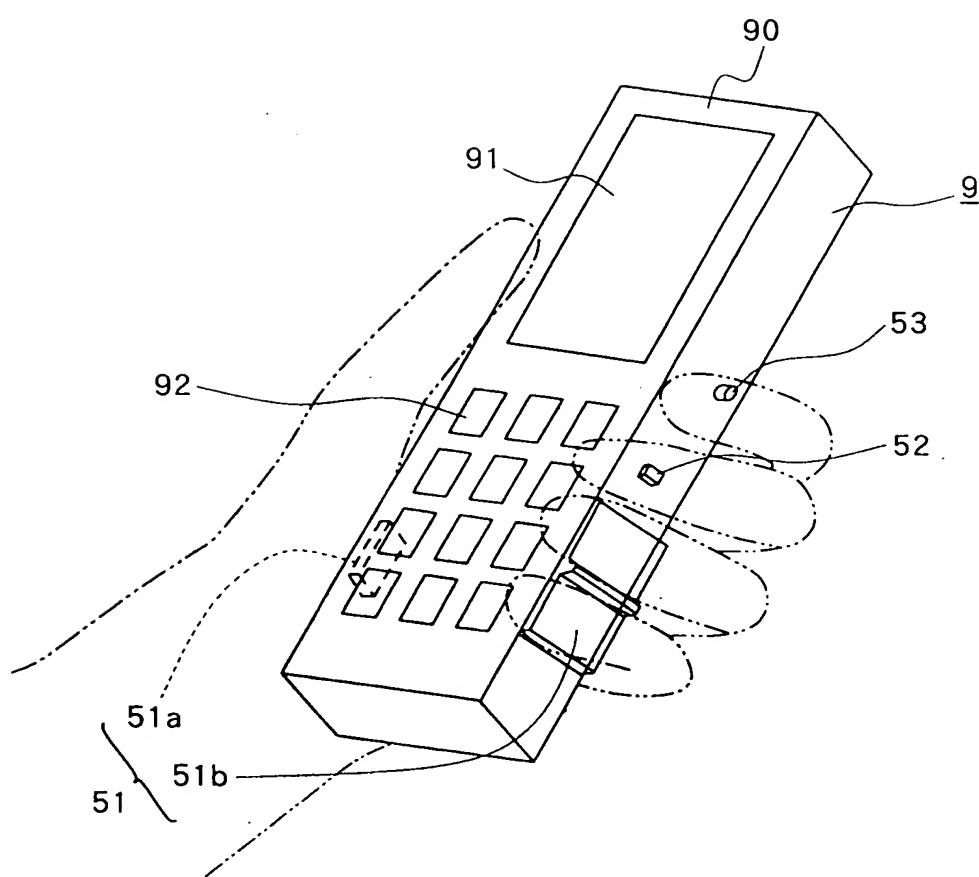


FIG. 6

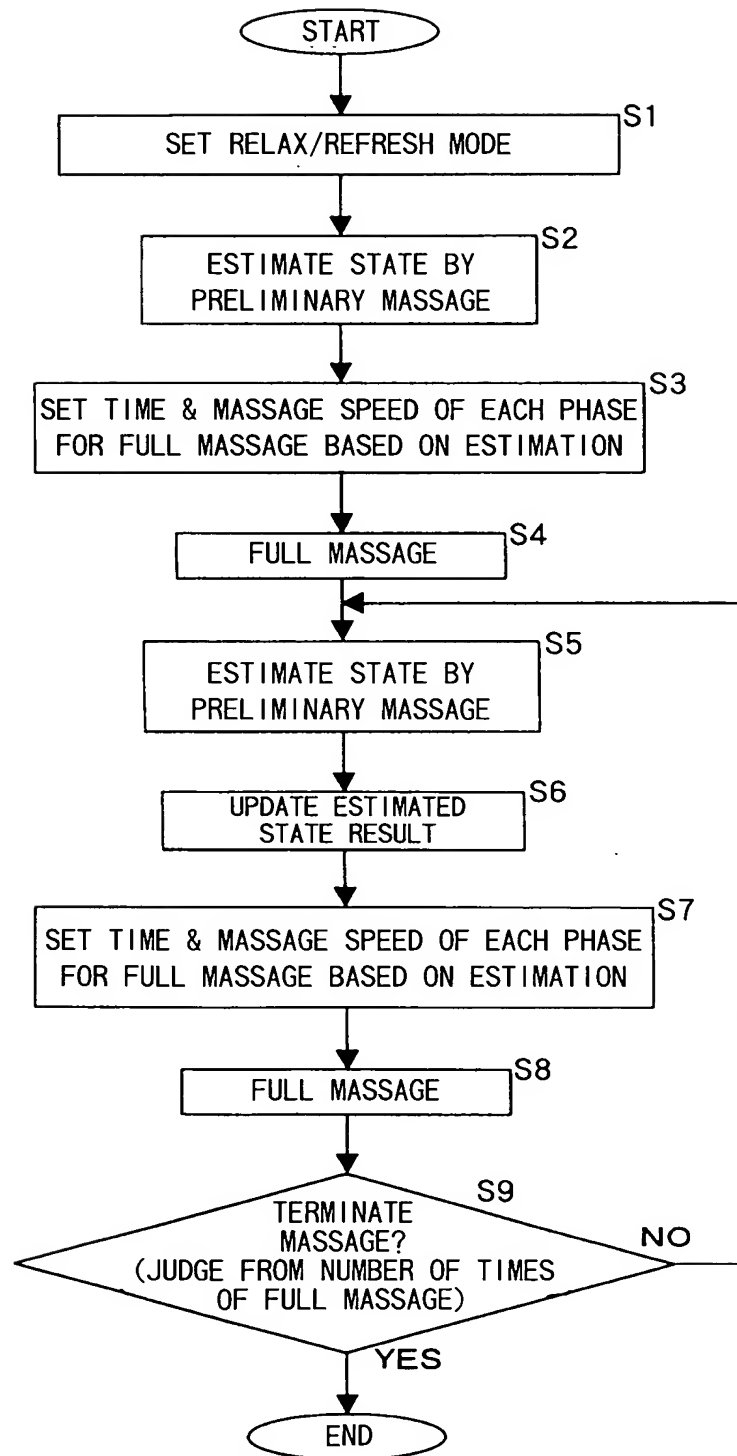


FIG. 7

FULL MESSAGE SEQUENCE

NO.	MESSAGE MOVEMENT	PART FOR MESSAGE
1	TAPPING	SHOULDERS
2	MOVE MESSAGE BALL	
3	TAPPING	BACK
4	MOVE MESSAGE BALL	
5	TAPPING	WAIST
6	MOVE MESSAGE BALL	
7	KNEADING	WAIST
8	MOVE MESSAGE BALL	
9	KNEADING	BACK
10	MOVE MESSAGE BALL	
11	KNEADING	SHOULDERS
12	MOVE MESSAGE BALL	
13	COMBINATION OF TAPPING & KNEADING	SHOULDERS
14	MOVE MESSAGE BALL	
15	COMBINATION OF TAPPING & KNEADING	BACK
16	MOVE MESSAGE BALL	
17	COMBINATION OF TAPPING & KNEADING	WAIST

FIG. 8

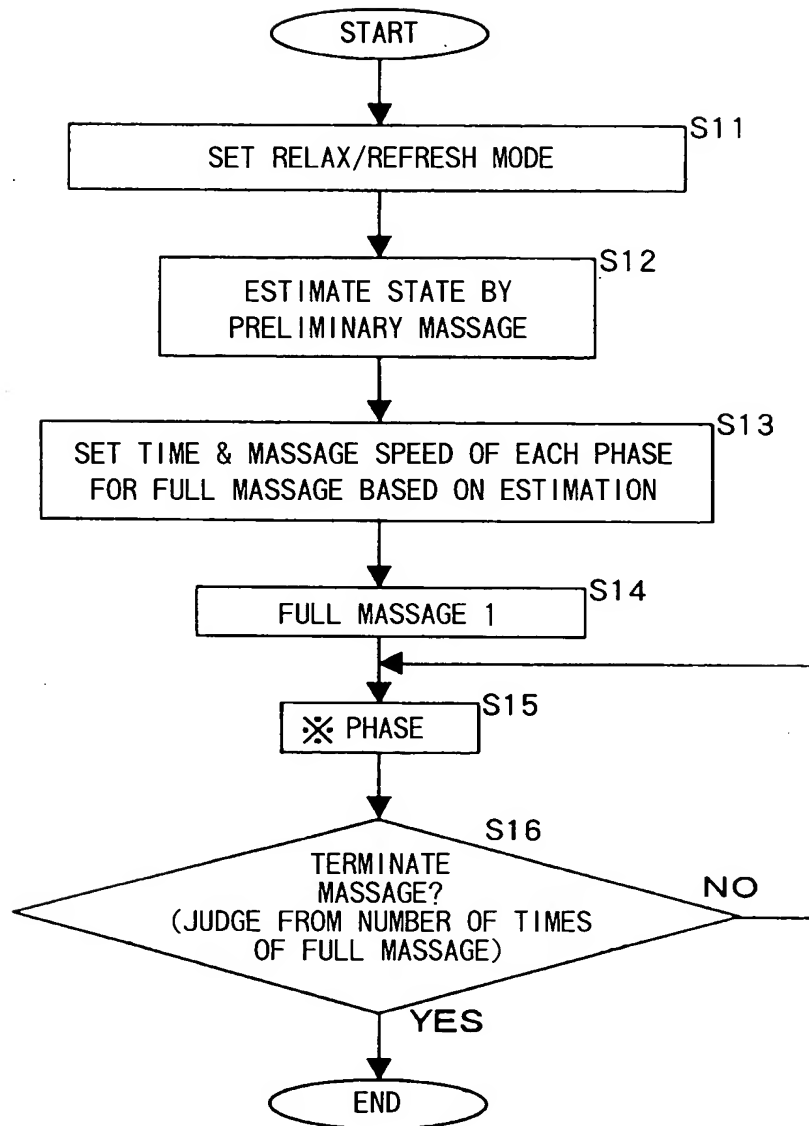


FIG. 9

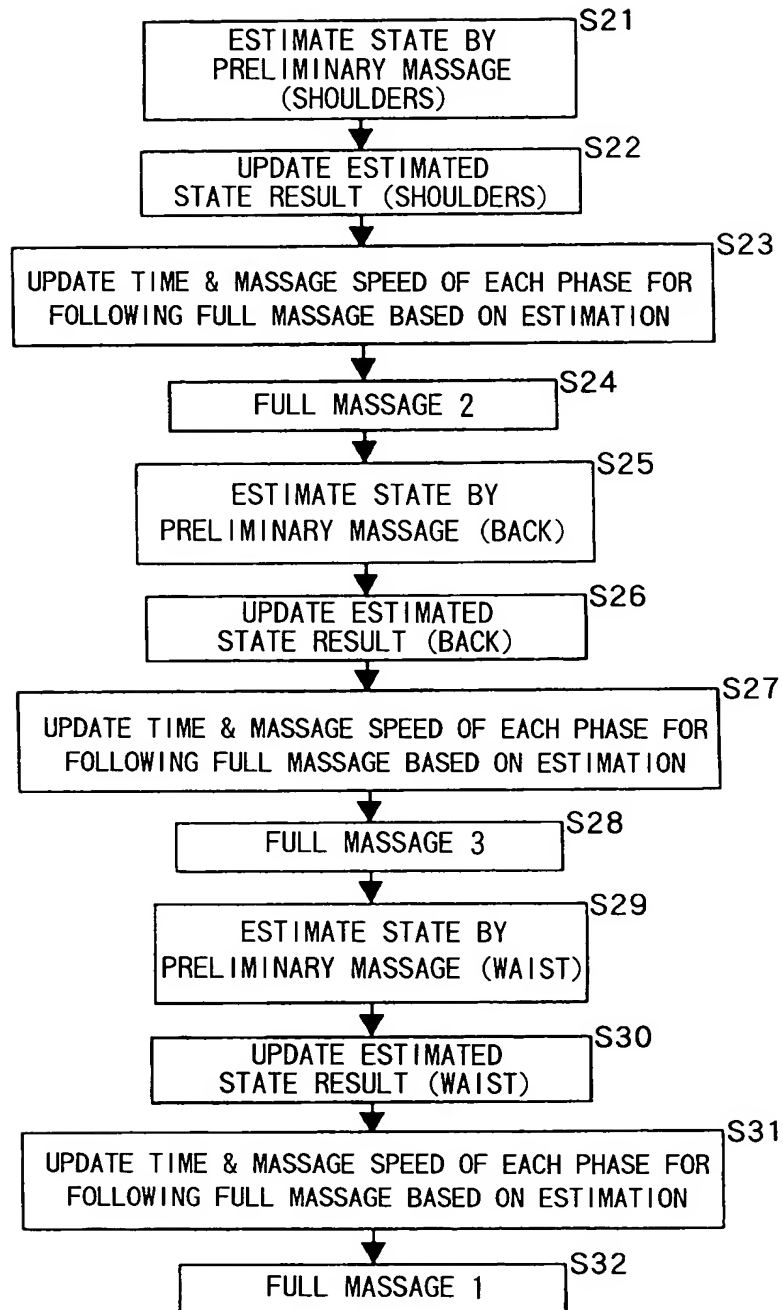


FIG. 10

FULL MESSAGE SEQUENCE

FULL MESSAGE 1		
NO.	MESSAGE MOVEMENT	PART FOR MESSAGE
1	TAPPING	SHOULDERS
2	MOVE MESSAGE BALL	
3	TAPPING	BACK
4	MOVE MESSAGE BALL	
5	TAPPING	WAIST
FULL MESSAGE 2		
NO.	MESSAGE MOVEMENT	PART FOR MESSAGE
1	KNEADING	SHOULDERS
2	MOVE MESSAGE BALL	
3	KNEADING	BACK
4	MOVE MESSAGE BALL	
5	KNEADING	WAIST
FULL MESSAGE 3		
NO.	MESSAGE MOVEMENT	PART FOR MESSAGE
1	COMBINATION OF TAPPING & KNEADING	SHOULDERS
2	MOVE MESSAGE BALL	
3	COMBINATION OF TAPPING & KNEADING	BACK
4	MOVE MESSAGE BALL	
5	COMBINATION OF TAPPING & KNEADING	WAIST

FIG. 11

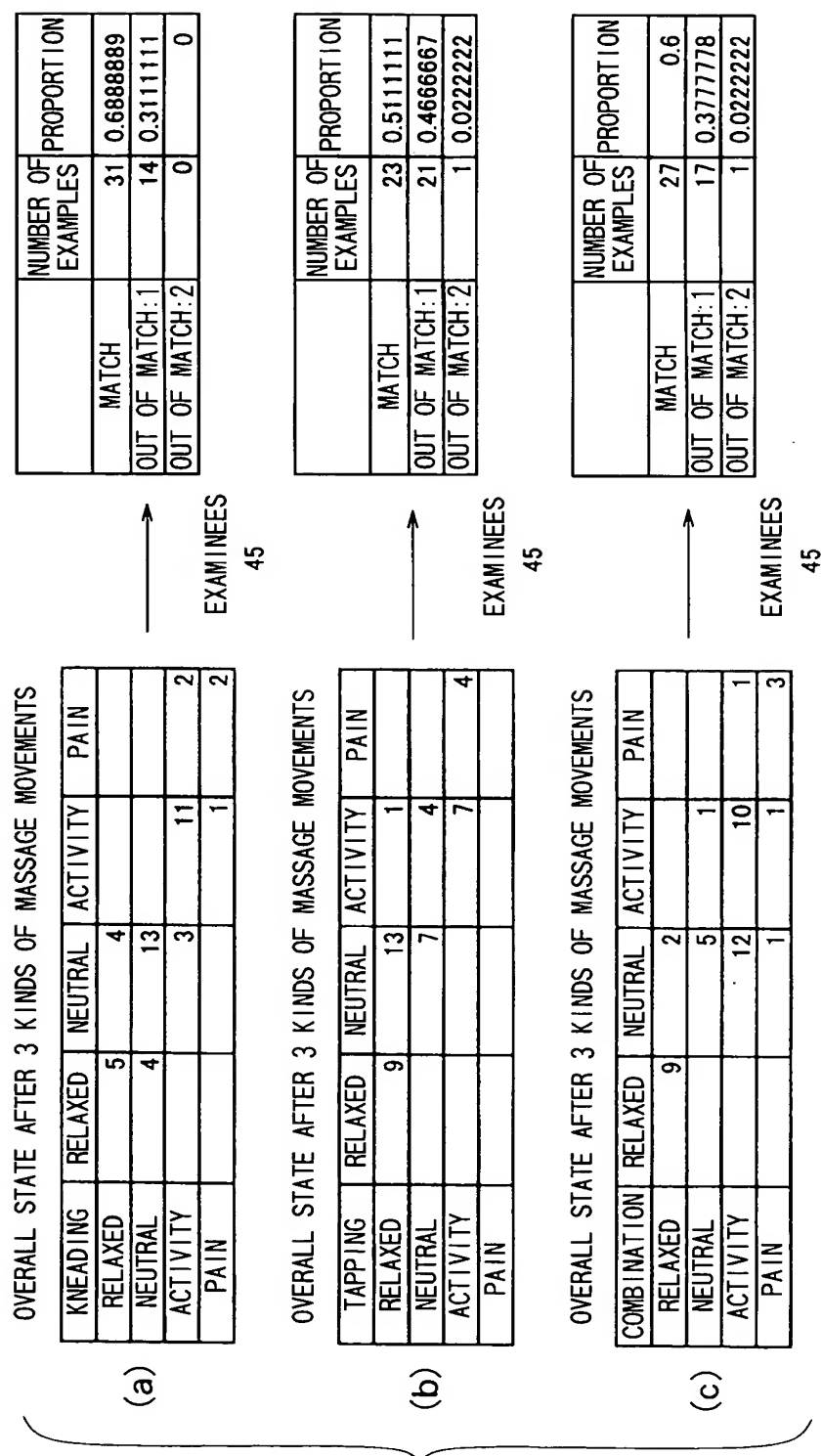


FIG. 12

JUDGMENT	GSR	SKIN TEMP.	PULSE
RELAXED	$\Delta G \leq -A/S.$	$\Delta T < 0$	$\Delta H < 0$
	$\Delta G \leq -A/S.$	$\Delta T \geq 0$	$\Delta H < 0$
	$\Delta G \leq -A/S.$	$\Delta T \geq 0$	$\Delta H \geq 0$
	$-A/S. < \Delta G \leq +B/S.$	$\Delta T \geq 0$	$\Delta H < 0$
NEUTRAL	$\Delta G \leq -A/S.$	$\Delta T < 0$	$\Delta H \geq 0$
	$-A/S. < \Delta G < +B/S.$	$\Delta T < 0$	$\Delta H < 0$
	$-A/S. < \Delta G < +B/S.$	$\Delta T \geq 0$	$\Delta H \geq 0$
	$+B/S. < \Delta G < +C/S.$	$\Delta T \geq 0$	$\Delta H < 0$
ACTIVITY	$-A/S. < \Delta G < +B/S.$	$\Delta T < 0$	$\Delta H \geq 0$
	$+B/S. < \Delta G < +C/S.$	$\Delta T < 0$	$\Delta H < 0$
	$+B/S. < \Delta G < +C/S.$	$\Delta T \geq 0$	$\Delta H \geq 0$
PAIN	$+B/S. < \Delta G < +C/S.$ $\Delta G \geq +C/S.$	$\Delta T < 0$ don't care	$\Delta H \geq 0$ don't care

FIG. 13(a) RELAX MODE

	PART	TIME	SPEED
RELAXED	BACK	NO CHANGE	MEDIUM
	OTHERS	$\times 1.5$	MEDIUM
NEUTRAL	—	NO CHANGE	MEDIUM
ACTIVITY	BACK	ZERO	—
	OTHERS	$\times 0.75$	SLOW
PAIN	BACK	ZERO	—
	OTHERS	$\times 0.5$	SLOW

FIG. 13(b) REFRESH MODE

	PART	TIME	SPEED
RELAXED	BACK	$\times 0.5$	MEDIUM
	OTHERS	$\times 0.5$	FAST
NEUTRAL	—	NO CHANGE	MEDIUM
ACTIVITY	BACK	ZERO	MEDIUM
	OTHERS	$\times 1.5$	MEDIUM
PAIN	BACK	ZERO	SLOW
	OTHERS	$\times 0.5$	SLOW

FIG. 14

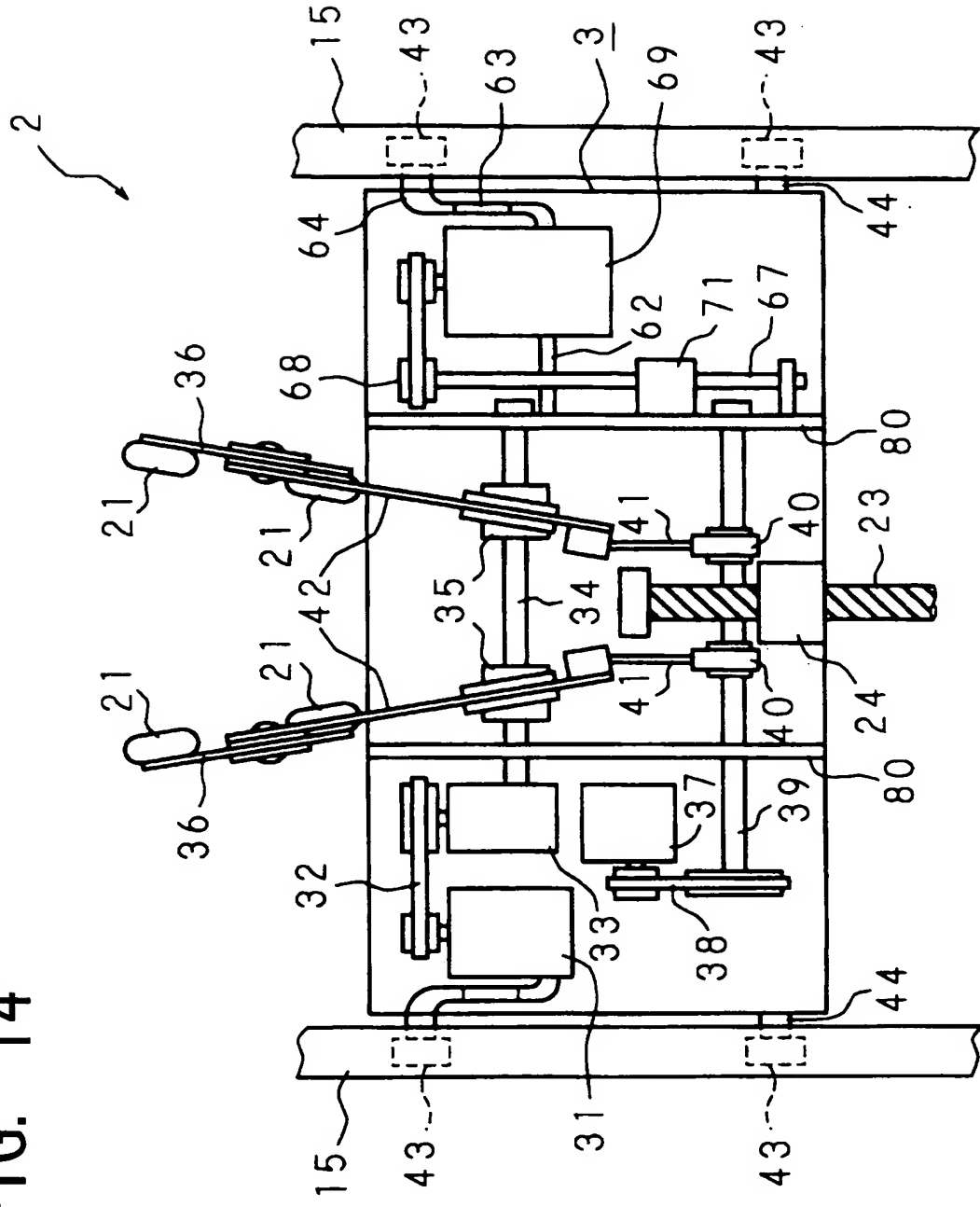


FIG. 15

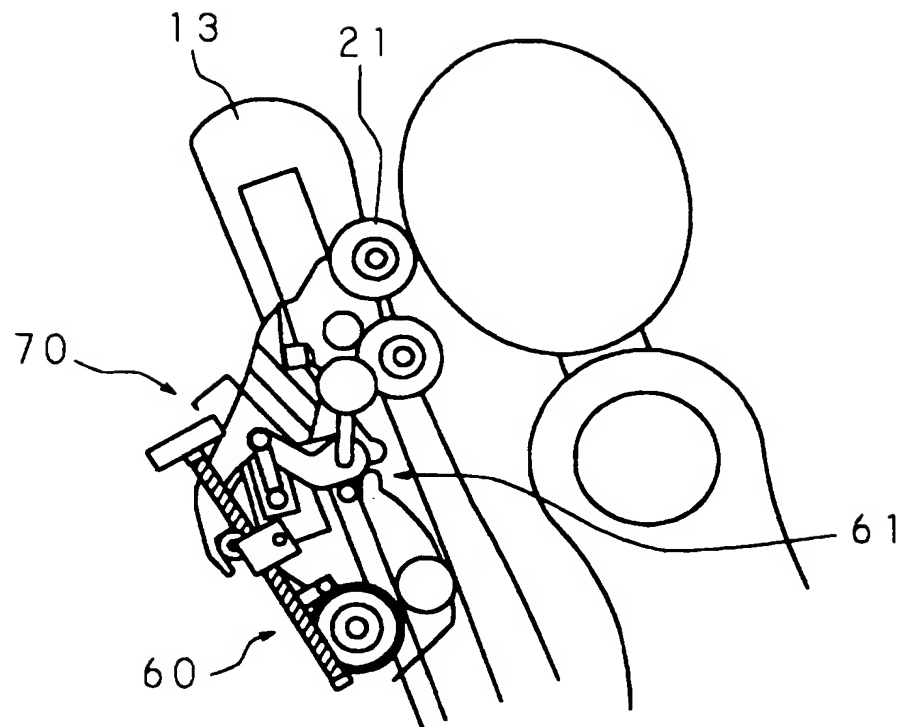


FIG. 16

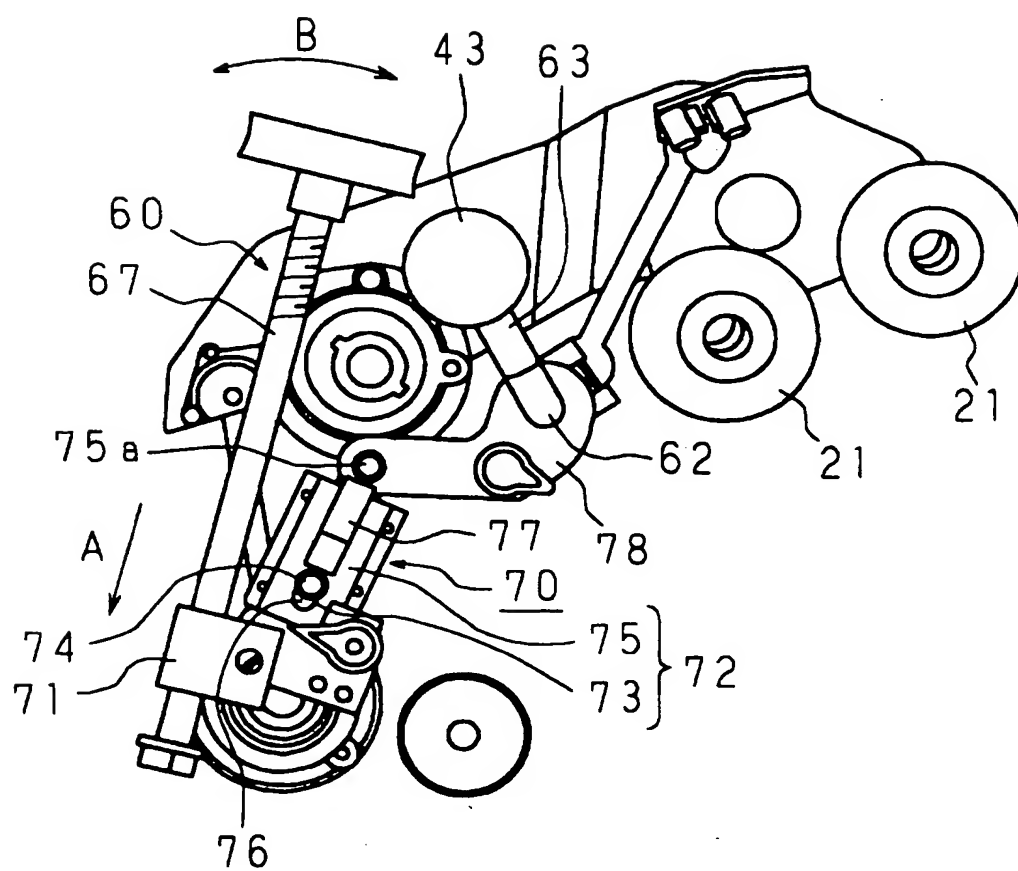


FIG. 17

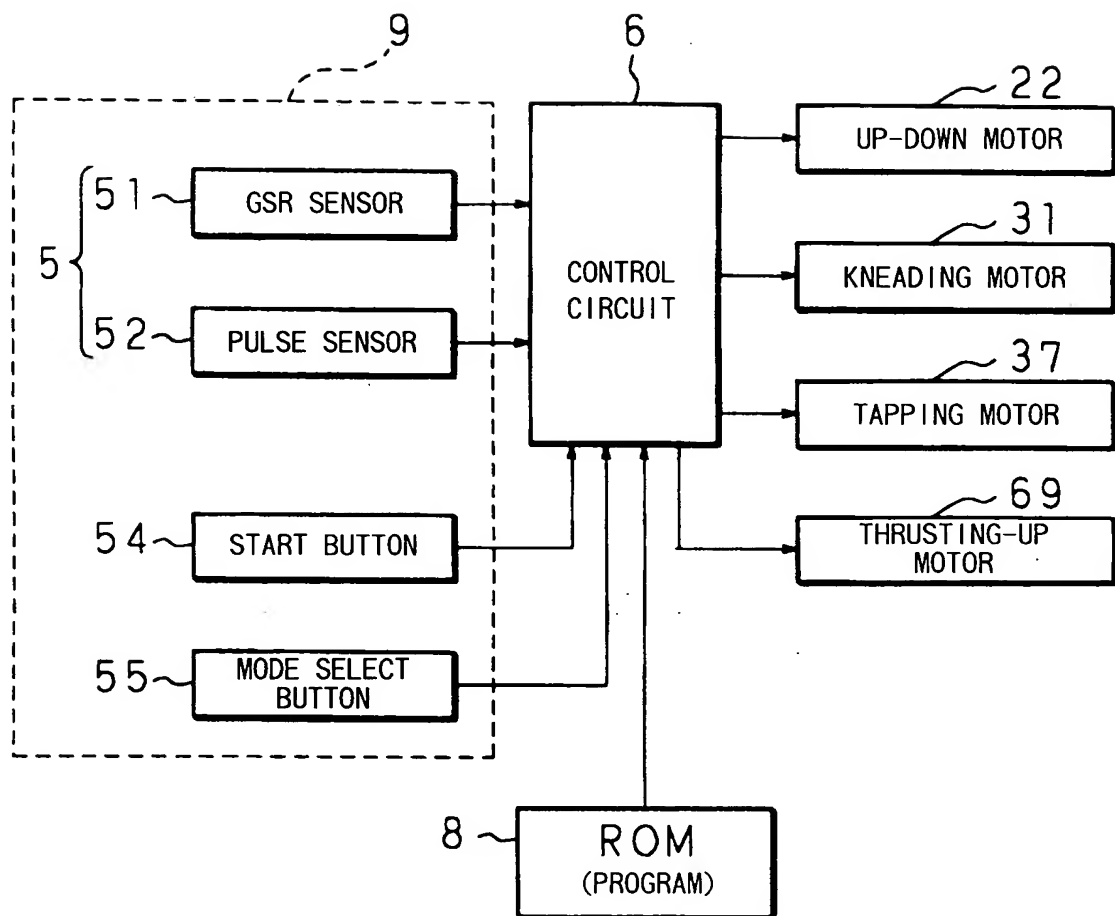


FIG. 18

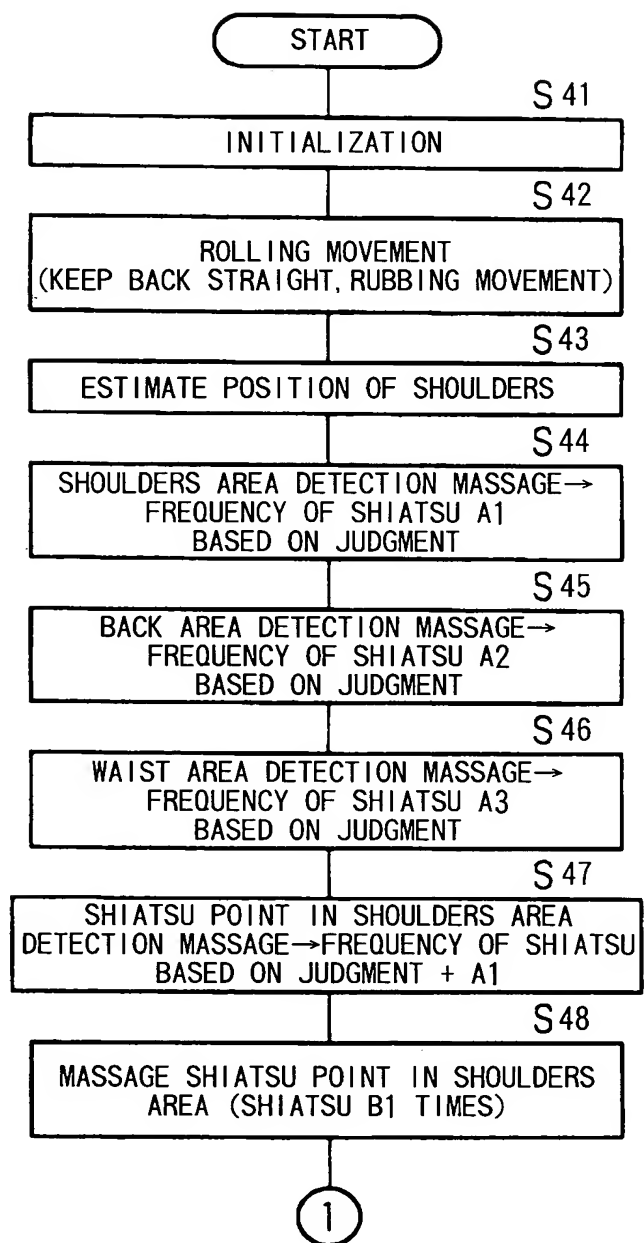


FIG. 19

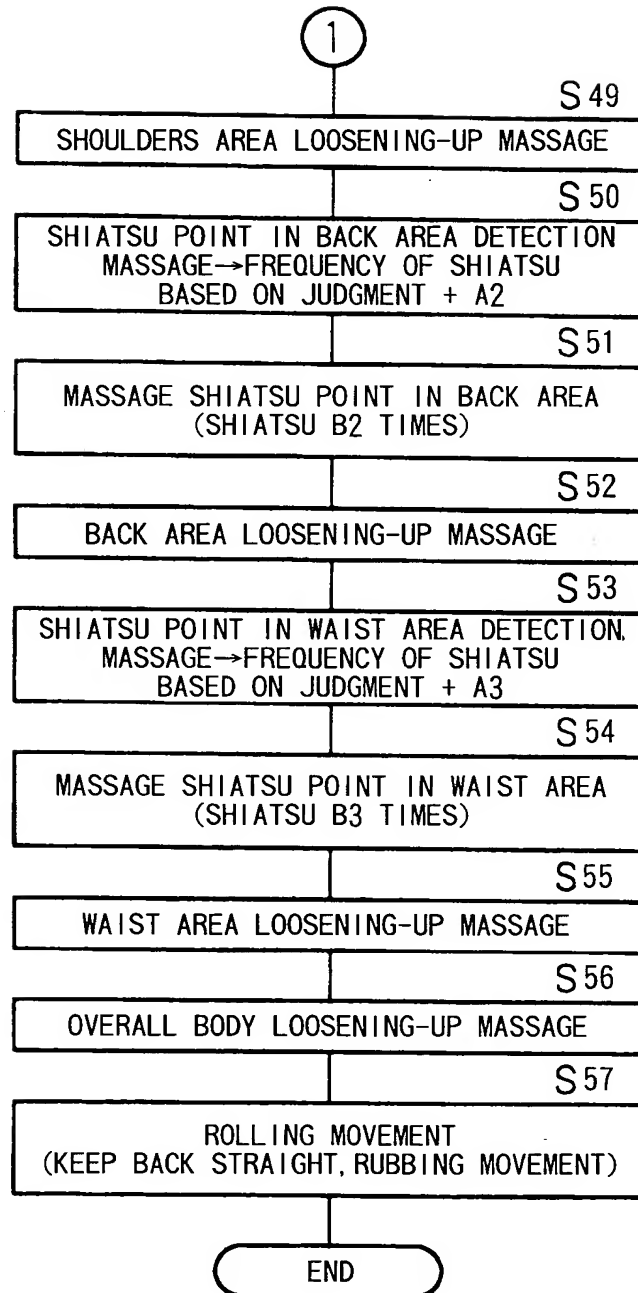


FIG. 20

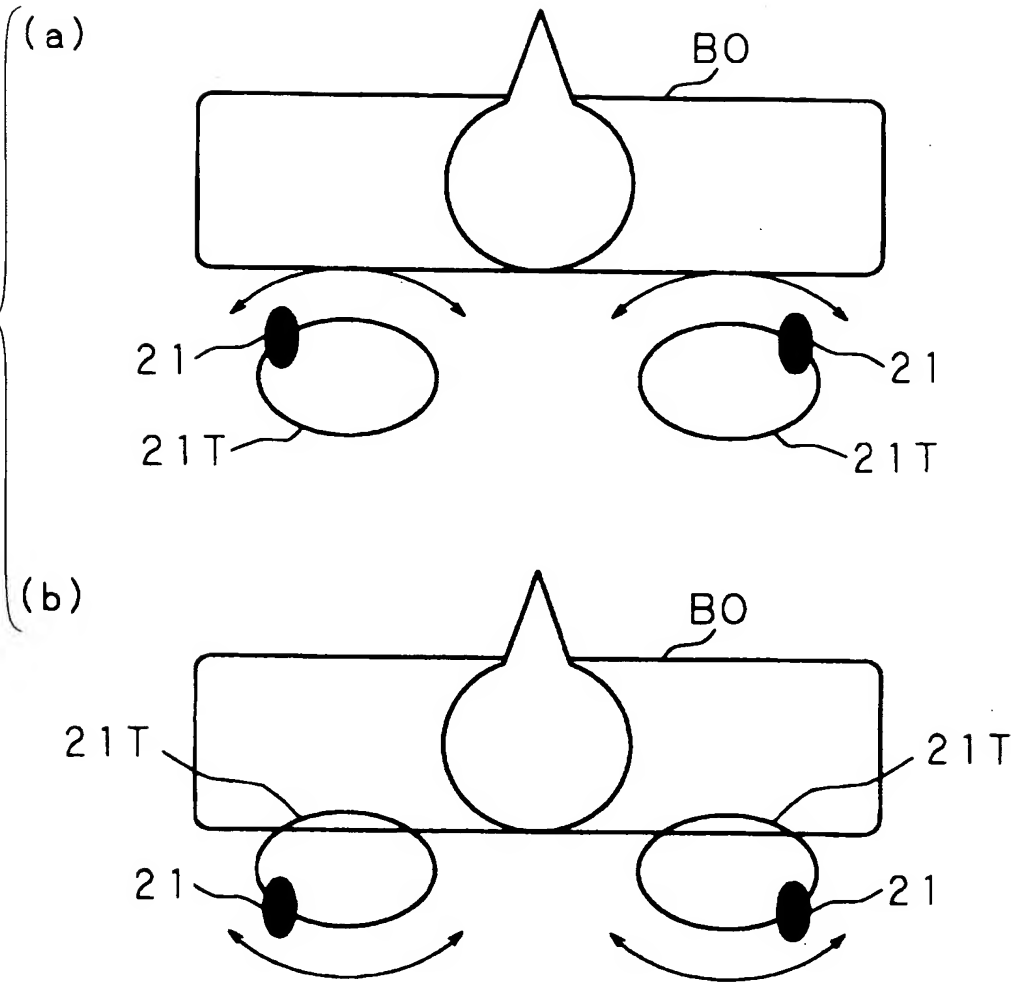


FIG. 21

		FREQUENCY OF SHIATSU(A i)	AMOUNT OF THRUSTING-UP
DETECTION RESULT FOR EACH AREA	RELAXED	→ 2	
	NEUTRAL	→ 2	
	ACTIVITY	→ 3	
	PAIN	→ 1	
DETECTION RESULT FOR EACH SHIATSU POINT IN EACH AREA	RELAXED	→ A i = B i	3 c m
	NEUTRAL	→ A i = B i	3 c m
	ACTIVITY	→ 2 + A i = B i	3 c m
	PAIN	→ A i = B i	2 c m

FIG. 22(a)

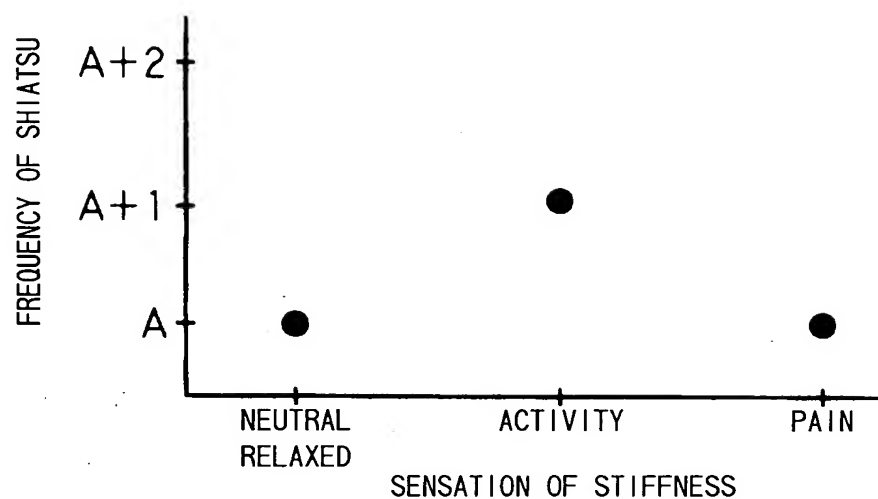


FIG. 22(b)

